

DIGITAL VISION

# COMPUTEREYES™

## GRAPHICS 9 MODE COMPATIBILITY SOFTWARE FOR ATARI COMPUTERS

A POWERFUL, EASY-TO-USE SOFTWARE  
ENHANCEMENT FOR YOUR **COMPUTEREYES™**  
VIDEO ACQUISITION SYSTEM

Operationally similar to the standard system software, the GRAPHICS 9 MODE COMPATIBILITY SOFTWARE contains all of the features of the system software plus the ability to capture images in the Graphics 9 Mode. These images contain 16 levels of grey and are superb!

### FEATURES

- Acquires images in Graphics 9 mode with 16 levels of true grey
- High resolution (Graphics 8) and Grey—scale (Graphics 7.5) capture routines similar to standard software
- Image save-to-disk capability for all graphics modes

### SYSTEM REQUIREMENTS

- Atari 800/800XL/130XE and one disk drive
- **COMPUTEREYES™** Video Acquisition System



**OWNERS' MANUAL AND DISK**



# **COMPUTEREYES<sup>TM</sup>**

## **GRAPHICS 9 MODE-COMPATIBLE SYSTEM SOFTWARE**

### **OWNERS' MANUAL SUPPLEMENT**

Copyright 1985 by Digital Vision, Inc. All Rights Reserved.

COMPUTEREYES is a trademark of Digital Vision, Inc.

Atari is a registered trademark of Atari, Inc.

800, 800XL, and 130XE are trademarks of Atari, Inc.

## **INTRODUCTION**

Congratulations on your purchase of the COMPUTEREYES Graphics 9 Mode-Compatible System Software. This enhancement to the COMPUTEREYES Video Acquisition System is designed to support the Atari Graphics 9 Display Mode. Images acquired using COMPUTEREYES and the Graphics 9 Mode-Compatible software can contain sixteen intensity levels with a resolution of 80 (horizontal) by 192 (vertical) pixels. The image quality, when viewed on your monitor or TV screen, is quite remarkable.

This document is a collection of notes describing the operation of your COMPUTEREYES Graphics 9 Mode-Compatible System Software. Since the operation of the Graphics 9 Mode-Compatible software is essentially identical to that of the standard COMPUTEREYES system, only the differences that exist between the standard and Graphics 9 Mode-Compatible versions will be discussed.

For your convenience, the software necessary to acquire Graphics 9 Mode images has been added to the software that acquires Graphics 8 and Graphics 7.5 Mode images. It is all included on this disk. In other words, you may use this disk instead of your Standard System Software disk to acquire images in all three Graphics Modes.

## **THE COMPUTEREYES EXECUTIVE**

If you are familiar with the operation of the standard COMPUTEREYES System Software, there will be very little new for you to learn, as the Graphics 9 Mode-Compatible Executive was modeled after the standard software to the greatest degree possible. The menu structure, sync, brightness, acquisition procedures, on-line help, and disk access all operate exactly as with the standard software. The five capture modes of the standard software are augmented by one new mode, called "GRAPHICS 9 CAPTURE". This new mode is described below. The RETRIEVE FROM DISK mode has also been given a brief menu from which you can select the image type to retrieve, as described below.

There are also several examples of Graphics 9 Mode-Compatible images taken with COMPUTEREYES on the disk that you can retrieve and examine. To run the Graphics 9 Mode-Compatible software, just boot the disk in the usual manner. If you have any questions about the operation of the executive, refer to Section 4 of the COMPUTEREYES Owners' Manual for clarification.

## **GRAPHICS 9 CAPTURE**

There is one new command that has been added to the Executive Main Menu: GRAPHICS 9 CAPTURE. You invoke it just like choosing any of the other Main Menu Selections; that is, you just type "G" to start the capture. The system then proceeds



to acquire a 16-level image by performing 15 scans at different threshold levels, and combining the results into a composite Graphics 9 Mode image. The screen is blanked for the duration of the scanning process, and you are presented with the final image when the acquisition is complete. You may press a key at any time to abort the acquisition and return to the Main Menu, if you wish.

The 15 scans required to perform the Graphics 9 Mode acquisition take about a minute and a half to complete. If you are using a camera, your subject must be relatively stationary for that amount of time. If you are using a VCR, you must freeze-frame your recorder for that amount of time. Most VCR's are capable of pausing for three to five minutes before advancing the tape to prevent excessive tape wear, but you should be aware that this does occur, and try to start an acquisition as soon as possible after placing the VCR in Pause.

Also, because the acquisition takes a fair amount of time, it will pay to adjust the Brightness control on the COMPUTEREYES module as well as you can before starting the capture. Remember that, as with all of the other grey-scale Capture Modes, the Brightness should be set such that just a very small amount of white is showing during the BRIGHTNESS mode scans.

### RETRIEVE FROM DISK

The RETRIEVE FROM DISK command works slightly differently from the command of the same name in the Standard System Software. Instead of asking you whether the file you wish to retrieve is in Graphics Tablet format or not, you are presented with a short menu from which you select the image type:

#### IMAGE TYPE:

- 1) GRAPHICS 7.5 (GRAPHICS TABLET)
- 2) GRAPHICS 8 (HIGH RESOLUTION)
- 3) GRAPHICS 9 (16-LEVEL)

#### SELECTION:

To enter your choice, just type the number corresponding to the Graphics Mode in which the image was captured (no RETURN required). The rest of the RETRIEVE FROM DISK procedure is the same as in the Standard Software.

### FILE FORMATS

There has not been a defacto standard for Graphics 9 Mode image files on the Atari as there has been for Graphics 7.5 Mode images, namely that set by the Graphics Tablet software packages. Therefore, COMPUTEREYES images are saved as standard 62-block bit-mapped graphics files, just like the Graphics 8 Mode images. Files may be named with any valid Atari file name. If you want to view COMPUTEREYES Graphics 9 Mode images from within your own programs, you must load them and then poke the Atari into Graphics 9 Mode. You can list XEC for an example of how to do this.







**DIGITAL VISION, INC.**

14 Oak St. - Suite 2  
Needham, MA 02192  
(617) 444-9040 or 449-7160